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JDPP**Jurnal Dimensi Pendidikan dan Pembelajaran**<http://journal.umpo.ac.id/index.php/dimensi/index>**THE USE OF CONSTRUCTIVISM E-MODULES BY USING THE 3D PAGEFLIP PROFESSIONAL APPLICATION TO INCREASE LEARNING MOTIVATION OF FIFTH GRADE ELEMENTARY SCHOOL STUDENTS**

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Keywords:Education, Local Wisdom,
Modules, Motivation**Abstract**

Development research aims to produce teaching material products in the form of learning modules. Learning modules are made in the form of electronic modules or electronic modules using the 3D PageFlips Professional application. The model used in this study is the ADDIE model, namely Analysis, Design, Development, Implementation, and Evaluation. The subjects of this study were students in grade VB SD No. 155 / I Sungai Buluh. The results of this study are used to see students' motivation towards e-modules developed. The results of the data obtained show that the motivation of students after using e-modules using the 3D PageFlips Professional application is 87.50% good.

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PRELIMINARY

Education is one of the efforts made by someone to achieve a goal. With education a person can develop his knowledge and can find the talent that is in him. In the opinion of Astalini, Kurniawan, Perdana & Kurniawan (2019) education is an activity that is very important for humans, with the existence of human education, can change behavior and knowledge for the better. The education level consists of elementary schools, junior high schools, senior high schools, and tertiary levels. In line with the opinion of Astalini, Kurniawan, Perdana, and Kurniawan (2019) states that in education in Indonesia itself, there are valid levels. From the most basic level to the high level level, of course it can form a personality and knowledge that is very mature in a person for the better. Therefore education is indeed very important in changing all behavior and future. Whether it's the future of a person or the future of a nation. A person's personality grows certainly not far from the state of the environment in which he is. This means that a person's personality is formed because of the habits he often does and the influence of the state of his environment. A good personality shows one form of success from the results of education. And of course that good personality must be maintained and improved. One of them is by instilling the values and norms prevailing in the community that can be able to maintain and enhance a good personality. These values and norms are certainly related to local or cultural wisdom (ethno). Ethno or local wisdom contains a lot of values or norms or rules that apply in the day that can shape one's personality because it has become a habit that is often done or has become a noble criticism that everyone must obey. (Kurniawan, Syafri, 2018) in many local wisdoms contain a view that the rules of society have more foothold in determining an action such as everyday people's behavior, ethics and moral values contained in local wisdom

taught from generation to generation and passed down from generation to generation. Thus it can be concluded that the need to maintain local wisdom, but today, many problems faced by teachers, related to students. Where students do not have enthusiasm in learning or motivation to learn.

Based on the results of a preliminary study conducted at SD Negeri No. 155 / I Sungai Buluh Muara Bulian especially in class VB researchers found that during the learning process the majority of students did not follow the learning well. One factor that causes this to happen because the learning process feels boring, so teachers must be able to provide motivation to students to be more enthusiastic in the learning process. In the opinion (Asrial, Kurniawan, Subandiyo, & Amalina, 2019) Motivation consists of two types, namely intrinsic motivation and extrinsic motivation. In line with opinions (Astalini, Kurniawan, Sulistiyo, & Perdana, 2018) Motivation has a function to 1) Encourage the emergence of behavior or action. Without motivation, there will not be anything like learning. 2) Motivation functions as a guide. This means directing the deed to achieve the desired goal. 3) Motivation functions as a driver, it functions as an engine for cars, the size of motivation will determine the speed or slowness of a job. From these statements, it can be concluded that motivation is important in achieving a goal. If there is no motivation in a person to eat goals to be achieved can be slow to be obtained from the specified time or may fail. As well as the decline in students' learning motivation can affect the quality of the students themselves.

Improving the quality of students is one of the goals of education. Educational goals can be achieved if supported by several factors that affect among them such as the quality of teaching, teaching methods used, teaching materials used, preparation of materials, and curriculum used (Astalini, Kurniawan, & Putri, 2018). The teacher

can use learning media in the form of modules. In line with opinions (Pajr, Hidayat, & Kurniawan, 2017) one of the most widely used learning media is modules. Modules are additional learning media that can support the limitations of learning material contained in handbooks in elementary schools.

In the learning process, the teacher as a facilitator can use interesting teaching materials such as modules so that students do not feel bored with the learning process that is too monotonous. According to Darmaji, et al (2019) computers, audio-visual learning media, are considered to have the advantages of learning rather than using print media (visual). The benefits of educational technology are also used for teachers to conduct a formative assessment in schools. With the existence of technology-based media, it will be easier for teachers to carry out the learning process. The success of the learning process is influenced by the quality and way of teaching a teacher. Qualified teachers not only have knowledge but also have skills (Kurniawan D, Syafri R. The development of technology raises new innovations in learning. Therefore, this research aims to:

1. Producing electronic ethnokontruktivism modules that are feasible.
2. Knowing the motivation of implementing the Ethnokontruktivism e-module.

METHOD

This research uses research and development (R&D and research) methods. which adapts the ADDIE development model (Analysis, Design, Development, Implementation, Evaluation). (Branch, 2009) Because ADDIE is appropriate for developing educational products and other learning resources. For this reason, this study aims to develop learning products that will be used in schools. According to Sugiyono (2015), the method of this research will be used to produce a certain product, and

try the effectiveness of the product. The model used is the ADDIE model which consists of five stages, in the form of: 1) Analyze, 2) Design, 3) Development, 4) Implementation, and 5) Evaluation.

This product development begins with data collection, research planning, product development, and product trials. The product that will be developed from this research focuses on the theme of Clean Air for Health Theme 2, Subtheme 1, learning 1 based on using the 3D PageFlips Professional application. The subjects of this study were the students of VB class No. SD Negeri No. 155 / I Sungai Buluh Muara Bulian, with 24 students. The sample technique used is Cluster Sampling, according to Nasution (2003) this technique selects samples from the smallest unit groups. The sample chosen from class 5 is VB, with a total sample of 24 people. . According to Creswell (2012) The fourth form of probability sampling is multistage cluster sampling. In multistage cluster sampling, researchers will select a sample in several stages. this is because researchers cannot easily identify populations or very large populations. Data collection techniques in this study using a questionnaire. The questionnaire instrument used was the motivation questionnaire. Motivation questionnaire is used to see the implementation of Ethnokontruktivism emodules on students' learning motivation, the number of questions given is 20 questions. To measure the questionnaire used a Likert scale. The answer choices consist of five choices, namely Very Good (SB) = 5, Good (B) = 4, Fair (C) = 3, Not Good (TB) = 2, Very Not Good = 1 (STB). The level of questionnaire given can be seen in the table below.

Table. 1 Level Questionnaire Motivation of e-modules

No	Score Interval	Criteria
1	20.0-36	Very not good
2	36.1-52.0	Not good
3	52.1-68.0	Enough
4	68.1-84.0	Good

5 84.1-100 Very good

In the initial step taken was to compile a research instrument using a questionnaire, then the questionnaire was given to students of VB grade SD Negeri No.80 / I Muara Bulian. The data obtained were then analyzed using SPSS 22 statistics.

RESULTS

The results of the development conducted by researchers is to produce e-module teaching materials using the Kvisoft Flipbook Maker Pro application as teaching material supporting the learning process for elementary school students. Electronic modules that are made contain cultural values that are around students. The making of modules uses a constructivism approach so this module is called the ethnoconstructivism module. Constructivist learning processes support student active participation, knowledge construction and deep learning, encourage students to think and act independently, and foster harvesting learning (Colak, 2017).

This electronic module contains learning material which is reviewed in terms of culture. Development of e-modules using the Kvisoft Flipbook Maker Pro application. Development products are packaged in PDF (Portable Document Format) format. Ethnoconstructivism module development is a form of e-learning development so that students are more interested in learning. Electronic modules are made to contain several displays of learning menus, namely learning materials, learning evaluations, craft skills and assessment of crafts.

1. Opening page
The ethnoconstructivism e-module begins with the initial appearance of the opening page. The start page contains the title of the learning theme. The opening page

display is shown in Figure 1.



Figure 1. Front cover

1. Core Competency and Basic Competency Pages

The core competency page consists of, spiritual competence (KI 1), social competence (KI 2), knowledge competency (KI 3) and skills competency (KI 4). While basic competencies are the development of core competencies. Each subject contains different basic competencies.



Figure 2. Core Competency and Basic Competency Pages

2. Indicator Pages and Learning Objectives

Indicator page is the development of Basic Competencies, in one basic competency can be formulated into several indicators. Learning goal page contains indicators of learning that will be achieved or mastered by students.



Figure 3. Indicator Pages and Learning Objectives

3. Story Page

The story page contains stories of local wisdom found in Jambi province.



Figure 4. Story page

4. Question Page

Question page that contains questions that are related to the stories that have been shown before.

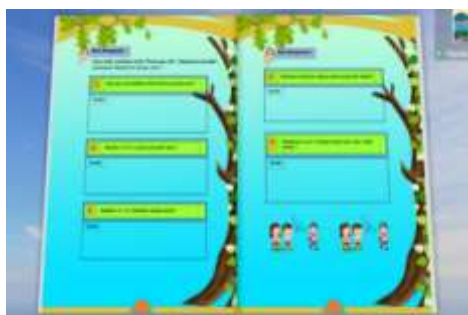


Figure 5. Question page

5. Material Page

The learning material page contains learning material that is inserted in the story that has been presented.



Figure 6. Material page

6. Practice Question Page

The question page contains practice questions from the previous learning material.



Figure 7. Training Problem Page

7. Craft Pages And Activity Assessment Instruments

The craft page contains activities to make students more active and train students' skills. While the assessment sheet is an assessment of the work of students.



Figure 8. Workshop page and Activity Assessment Instrument

The results of the data from the VB class study at SD Negeri No. 155 / I Sungai Buluh towards

Ethnokonstruktivism e-module by using Motivation questionnaire can be seen in the table below.

The following is a motivational questionnaire level index table given to students on the e-modules tested:

Table. 1 Index Questionnaire Level Student Motivation of e-modules

No	Score Interval	Criteria	F	%
1	20-36	Very not good	0	0
2	36.1-52.0	Not good	0	0
3	52.1-68.0	Enough	1	4.67
4	68.1-84.0	Good	21	87.50
5	84.1-100	Very good	2	8.33
Jumlah			24	100

Based on the 1 index table of the level of lift of students' motivation towards e-module, it can be seen that, at the level of the questionnaire the criteria for Very Not Good and Not Good get a frequency of 0 and a percentage of 0%. For the Enough criteria to get a frequency of 1 and a percentage of 4.67%, the Good criteria get a frequency of 21 and a percentage of 87.50%, and the Very Good criteria get a frequency of 2 and a percentage of 8.33%.

DISCUSSION

Based on the purpose of this study is to determine the motivation of students in class V B SD Negeri 155 / I Sungai Buluh towards the use of e-learning modules based on 3D PageFlips Professional in learning. Viewed as a whole from the data obtained from motivation to get a positive response.

From the results of the data obtained in table 1, it can be seen that of the 24 respondents who filled out the motivational questionnaire distributed showed the highest frequency of 21 with a percentage of 87.50% included in the

Good category. This frequency shows that more than half of the responses responded that the use of e-learning modules based on 3D PageFlips Professional that was tested was able to motivate students in learning activities. Means that with the existence of e-module learning materials based on 3D PageFlips Professional students become more motivated to follow the learning process. According to Anjani, Factchan, and Anjani, Fatchan, dan Amirudin (2016) Motivation is important in determining how much students will learn from a learning activity or how much absorbing information is presented to them. According to Manasia (2015) Enjoyment in learning is the emotion expression of students intrinsically linked to student motivation to learn, with learning and school performance at school.

Motivation is important in determining how much students will learn from a learning activity or how much absorbs the information presented to them.

CONCLUSION

This research and development produces e-modules that use the 3D PageFlips Professional application. The model used to develop the module is ADDIE which consists of five steps namely, Analyze, Design, Development, Implementation, and Evaluation. From the distribution of questionnaires that have been carried out in Sungai Buluh Public Elementary School 155 / I it can be concluded that the results of the analysis obtained from the Indicators of Student Motivation are categorized Good with a percentage of 87.50%.

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